

What the invention claimed is:

1. A role-playing game comprising the steps of:
 - a) showing a story background by means of a children's book or interactive CD, for enabling to the player to puzzle out the puzzle according to
5 the story background;
 - b) the player obtaining a clue or data when puzzled out the puzzle;
 - c) the player playing the game subject to the obtained clue or data;

and

 - d) the player playing the game and obtaining a code when finishing
10 the mission subject to the game played, and then optionally using the code thus obtained to log in an assigned web site in the Internet so as to obtain the ending of the story or a prize.
2. An RPG (role-playing game) Toy comprising:
 - a main unit, said main unit comprising an insertion hole adapted to
15 receive a card, a set of buttons for operation by the player to give an answer, and detector means adapted to detect hole positions of a card inserted into said insertion hole; and
 - a card for insertion into said insertion hole to provide a clue or data, said card having a plurality of holes adapted to produce clue or data when
20 detected by said detector means.
3. The RPG toy as claimed in claim 2, wherein said detector means includes contact copper leaves, CDS, infrared photoelectric element, and voice recognizer.

4. The RPG Toy as claimed in claim 2, wherein said card has a barcode/IC chip; said main unit has barcode/IC chip reader adapted to read the barcode/IC chip of said card so as to obtain a clue or data.
5. The RPG Toy as claimed in claim 2, wherein said main unit comprises a voice IC and a microphone for input of the player's voice to recognize the clue or data.